# Phase 1: Management

## Decisions Made:

The team read the assessment brief to gather an idea on what the objective is. They were asked to make a software for a game café to add members, books games for customers and events for members. The team then decided to write down the user stories of this project (Add Reference) based on the requirements mentioned in the assessment brief on February 27. The team decided to do this because it was a good way to start the project with the knowledge of what needs to be completed by the end of the development cycle.

Using this document, the team was then able to prioritize the tasks with a scale of 1-5 and create the product backlog on March 1 (Add Reference). The process was done in all estimation, but the team made sure that it was also reasonable. This was created because possessing a knowledge of only the tasks will only apply pressure and stress to the team members. Prioritising them and labelling them with story points (weight of task) will provide a better understanding of each task. It will also help the team to plan better by balancing the workload among team members and place the tasks in a more reasonable timeline.

The next step was to create sprints for the development cycle and place the tasks accordingly, from the product backlog, and assign them to team members (Add Reference). The tasks were assigned randomly to each team member and the estimated dates of completion of the tasks were entered by the respective team members. The sprint planning had to be done because this was the primary aspect of management and planning. The team members were expected to measure their progress with the help of this table and stay on schedule.